College of NecroDancing

Bards of this unique, ancient tradition blend together their innate ability to charm and captivate audiences with an unorthodox mastery of the necromantic arts; weaving the ways of undeath through the power of song and dance.

Employing what could seem as nothing more than a catchy tune and flair for movement, they are able to puppeteer crowds of undead with perfect choreography; imbuing it with latent magic to achieve all manner of different effects.

Illustrious troupe masters of the profane, NecroDancers take pride in their work; and will ***not*** tolerate being called a spelling mistake.

For Whom the Knell Tolls

When you adopt this college at 3rd level, you find that the Reaper also loves a good swing. You may add your Charisma modifier to any death saving throws you make.

Additionally, whenever you are reduced to 0 hit points but not killed outright, you can make a Charisma (Performance) check. If the result is equal to or higher than 30 – your Spell Save DC, you drop to 1 hit point instead. You regain the ability to do this when you finish a long rest. Starting from 10th level, you regain it after a short or long rest.

NecroDancer Spells (Optional)

Starting at 3rd level, you embrace the art of necromancy as a way of encore to the beautiful dance of life. This grants you access to specific spells when you reach certain levels in this class, as shown on the NecroDancer Spells table.

Once you gain access to one of these spells, it doesn't count against the maximum number of spells you know. If you gain access to a spell that doesn't appear on the Bard Spell List, the spell is nonetheless a bard spell for you.

NecroDancer Spells

Bard Level	Spell
3rd	*Expeditious Retreat, Silvery Barbs*
4th	*Enthrall, Kinetic Jaunt*
5th	*Animate Dead, Haste*
7th	*Confusion, Freedom of Movement*
9th	*Passwall, Danse Macabre*

Grave Throbbing

Also at 3rd level, whenever a neutral or hostile creature (CR 1/4 or higher) within 20 feet of you reaches death by any means, you can expend one Bardic Inspiration die to quickly envelop it with the thralling of *dance*.

Its corpse is raised as an undead creature under your control, using either the **Zombie** or the **Skeleton** statblock from the *Basic Rules* (your choice). It remains under your control as per the *Animate Dead* spell for 1 hour, or until you are rendered unable to continue performing any manner of song or dance (by way of conditions such as restrained, silenced, or unconscious); after which it falls lifelessly.

You may control only one undead at a time with this feature. Using it to animate an undead beyond this number causes the previously animated undead to fall lifelessly.

Disco Descent

At 6th level, the power of your performance can enthrall anything without a pulse.

As an action on your turn, you may expend one spell slot of 3rd level or higher (or alternatively, three of your Bardic Inspiration dice) to initiate a ghastly magical choreography, overflowing with ***infectious rhythm***. This performance lasts for the next minute, and you must maintain concentration on it similarly to a spell. While it remains active, you can use your bonus action to grant all undead under your control the benefits of a specific dance, choosing from the following options. These effects last until the start of your next turn, and are only applied to creatures within 60 feet of you.

You may use this feature a number of times equal to half your Charisma modifier (rounded up), regaining expended uses after you finish a long rest.

- ***Mausoleum Mash.*** Undead under your control are immune to the prone, grappled and restrained conditions.
- ***Raveyard Step.*** Undead under your control can use either the Dash or the Disengage action as a bonus action on their turn.
- ***Momentum Mori.*** The movement speed of any undead under your control increases by 10 feet, ignores difficult terrain, and doesn't provoke opportunity attacks.
- ***Styx and Stones.*** Undead under your control gain resistance to non-magical bludgeoning damage, and have advantage on Strength checks and Constitution saves.
- ***March of the Profane.*** Attack rolls made by the undead you control deal an additional 1d8 fire damage on a hit.
- ***Dance of the Decorous.*** Attack rolls made by the undead you control deal an additional 1d8 cold damage on a hit.

- ***Necrotic Boogaloo.*** Whenever an undead under your control would take necrotic damage, it regains an equal amount of hit points instead. Any excess healing is converted to temporary hit points, which last for a number of rounds equal to your Charisma modifier.
- ***Fungal Funk.*** Whenever a creature hits an undead you control with a melee attack, they take 1d6 poison damage and must make a Constitution saving throw. On a failed save, they have their speed decreased by 10 feet until the end of their next turn.
- ***Voltzwaltz.*** Whenever a creature hits an undead you control with a melee attack, they take 1d6 lightning damage and must make a Constitution saving throw. On a failed save, they aren't able to take reactions until the start of their next turn.
- ***Six Feet Thunder.*** Whenever a creature hits an undead you control with a melee attack, they must make a Charisma saving throw. On a failed save, they are pushed up to 15 feet away from their target and become deafened until the end of their next turn. This effect emits a sonorous boom audible out to 60 feet.
- ***Deep Sea Bass.*** Undead under your control gain a swimming speed of 30 feet, and are able to see through magical darkness or invisibility.
- ***Rhythmortis.*** Undead under your control gain resistance to one damage type of your choice.

Dance Till You're UnDead

With your DM's approval, the first time you use this feature each day, all neutral or hostile undead creatures within 60 feet of you must make a Charisma saving throw.
On a successful save, a target becomes immune to this feature for the next 24 hours. On a failed save, it becomes friendly to you and obeys your commands for 1 hour, or until you and your allies do anything harmful to it.
Intelligent undead are harder to control in this way: If the target has an Intelligence score of 8 or higher, it makes the saving throw with advantage.
If necessary, this extra functionality can be dependent on a higher level requirement, or a different type of cost.

- ***Pox Trot.*** Whenever a hostile creature comes within 5 feet of an undead you control, or ends its turn there, they must make a Constitution saving throw. On a failed save, they become poisoned until the end of their next turn.
- ***Wight to Remain.*** Undead under your control are immune to the effects of features such as *Turn Undead*, *Destroy Undead*, or *Turn the Unholy*.
- ***Dead Ringer.*** Attack rolls made by the undead you control score a critical hit on a roll of 18-20, and a critical failure on a roll of 1-3.
- ***Grim Fandango.*** Undead under your control can use the Help action as a bonus action on their turn.
- ***Jitterbugbear.*** Undead under your control gain the benefits of the Dodge action, but only against melee attacks.
- ***Peril of the Bells.*** Undead under your control have advantage on attack rolls against a creature if at least one of their allies is within 5 feet of the target, and the ally isn't incapacitated.

Heart of the Crypteque

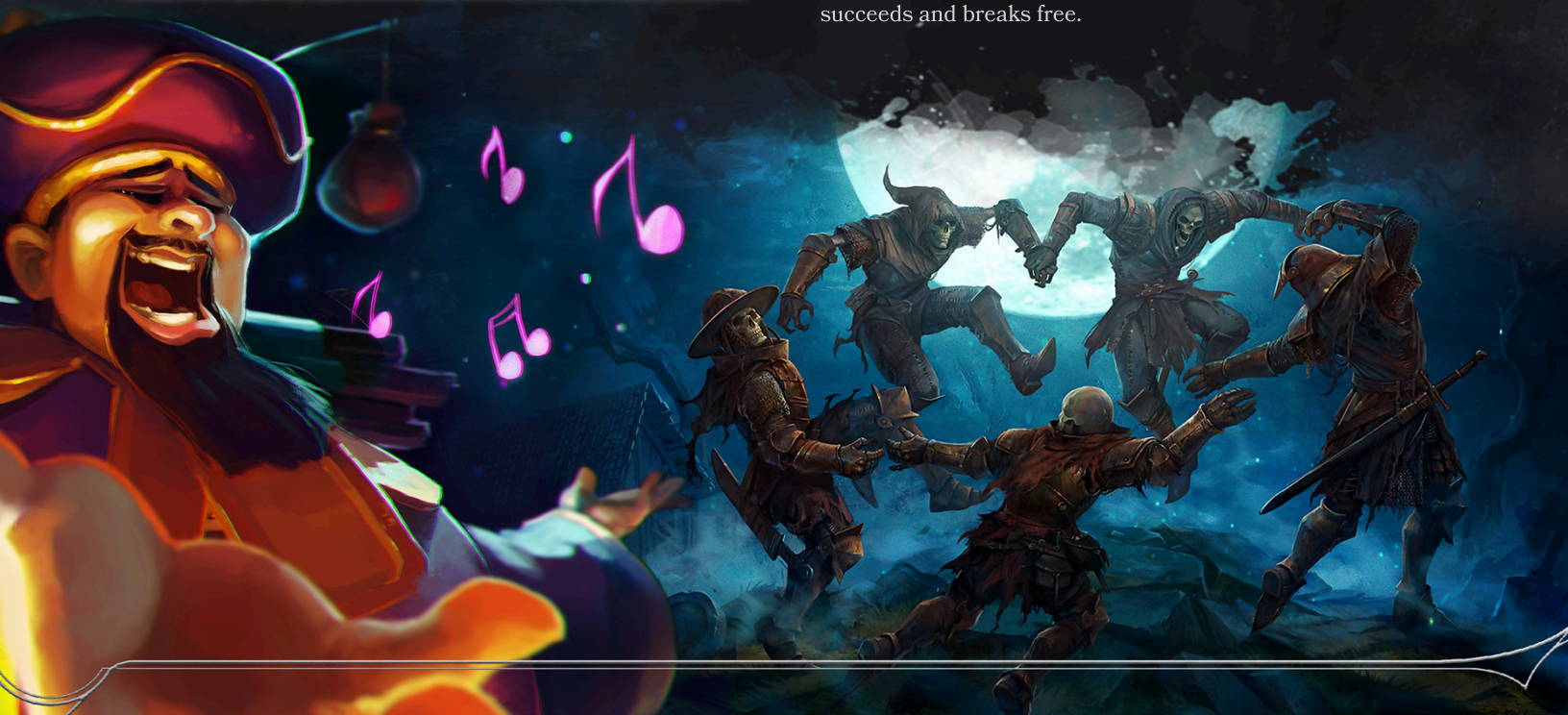
At 14th level, your troupe of grim performers reaches an otherworldly level of panache.

While the *Disco Descent* feature is active, you can now use your bonus action to grant each undead under your control the benefits of a different dance option of your choice.

When you do so, you may also choose to expend one Bardic Inspiration die. You can then either roll that die and grant all undead under your control a number of temporary hit points equal to the roll + your Charisma modifier; or grant one undead under your control the benefits of a second dance option of your choice. These benefits last until the start of your next turn, as usual.

In addition, every undead created through the *Grave Throbbing* feature now remains under your control for 12 hours, and any undead charmed by you through the *Disco Descent* feature now obeys your commands for 6 hours.

A target with an Intelligence score of 12 or higher can repeat the saving throw at the end of every hour, until it succeeds and breaks free.



The Golden Lute

adventuring gear (instrument)

Category: Items
Item Rarity: Legendary (requires attunement)
Weight: 3 lb

You can use this item as a spellcasting focus for any spells you cast; however, a spell may only be cast through it after you've moved at least 5 feet on your turn. Whenever you cast a spell through the lute, you gain a +1 bonus to the damage roll per 5 feet moved on your turn before casting.

Additionally, while you are playing this instrument, you have advantage on Charisma (Performance) checks made to dance, and undead creatures have disadvantage on saving throws made to resist the effects of your spells and features.

Lastly, while you hold this item, you may cast either *Animate Dead* or *Summon Undead* once as a 3rd level spell, without expending a spell slot. You must finish a long rest to cast one of these spells again with this property.

Credit

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When using *Disco Descent* in battle, if you or your DM feel that 18 different options are a tad too much to handle (or it gives your undead troupe too much versatility), you can add the following snippet to the feature's description:

"You learn 5 dance options at 3rd level, and an additional one at 6th, 9th, 12th, 15th and 18th level."